

RouteMapper

Create a new project called **with a name of your choosing**, but which includes your last name. When you complete this project, generate the “Share” link through Thunkable, and submit it on TEAMS as a comment. If you work in Android Studio or XCode, zip up everything associated with the project and submit that.

In this project, you will create an app where the user can tilt their phone to move a character around the screen. This character should then interact and/or avoid other sprites to achieve some type of score. **The layout and theme of the user interface is up to you**, but the purposes of this assignment are to familiarize yourself with the gyroscope sensor, and reacquaint with the Canvas.

I will be looking for a few general requirements:

- Include the ‘Start’ or ‘Open’ method code for Screen1. On this block, write a comment outlining the key functions of your app, “extra” behavior you’ve included, and any limitations still be present.
- Ensure your app’s components have sensible names for what they are (for example, scoreText is a better name than Label1).
- When the user begins the game, they should have the ability to move a character around the screen by tilting the phone. This character sprite should then have the ability to interact (and/or avoid) other sprites within the screen. You MAY elect to restrict motion to only one direction.
- Implement some type of scoring system. This can be related to the survival time, enemies “defeated”, etc. A player’s score should be displayed when some endgame condition is reached.
- Some type of high-score display should be implemented for full credit (see rubric for suggestions).
- The user interface should be to some degree above-and-beyond aesthetically-pleasing for full credit.
- Bugs should be documented and/or error-checked for full credit.
- Lists, loops, variables, and/or procedures should simplify the app’s code (if applicable).